ALL-MADDEN

EA SPORTS™

MADDEN NFL 2002

EVERYONE

E

CONTENT RATED BY ESRB

PLAYERS INC

WARNING:

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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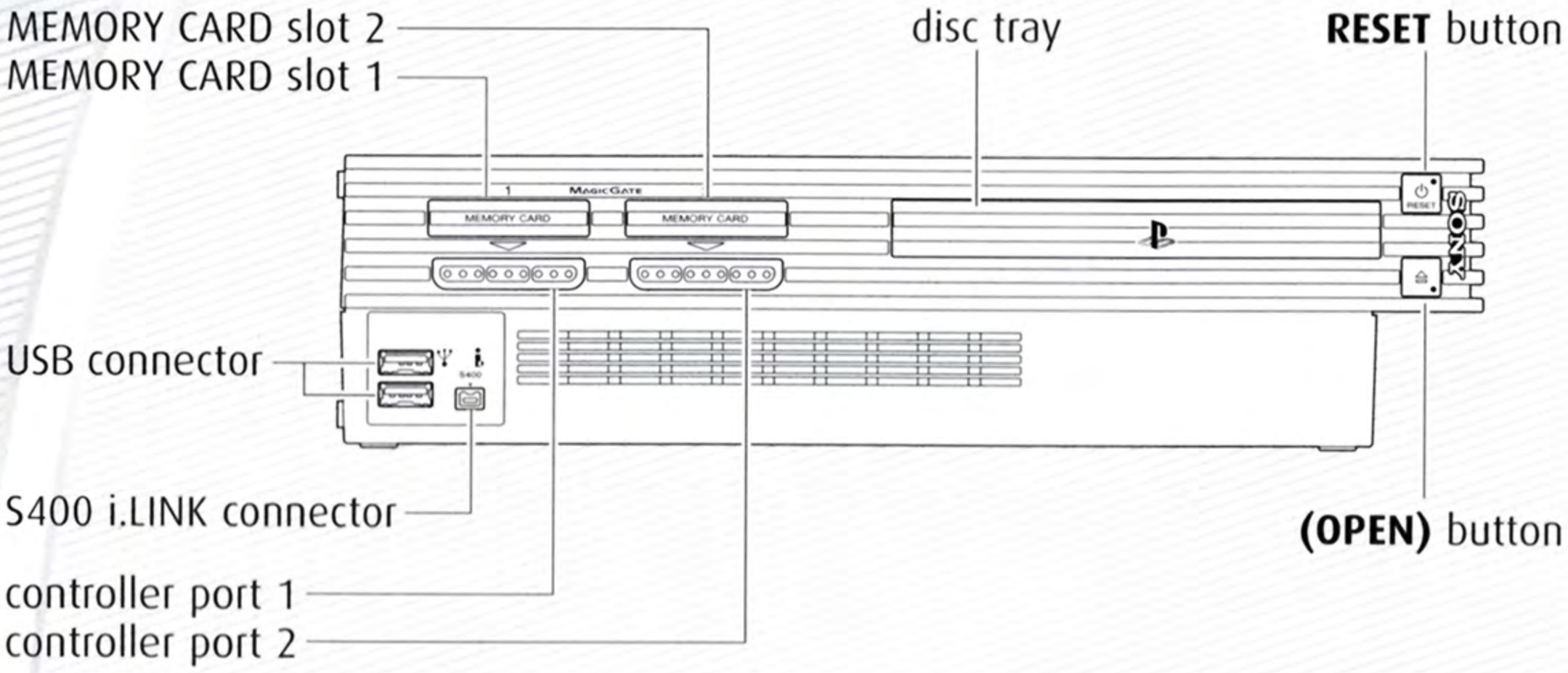
GETTING STARTED

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

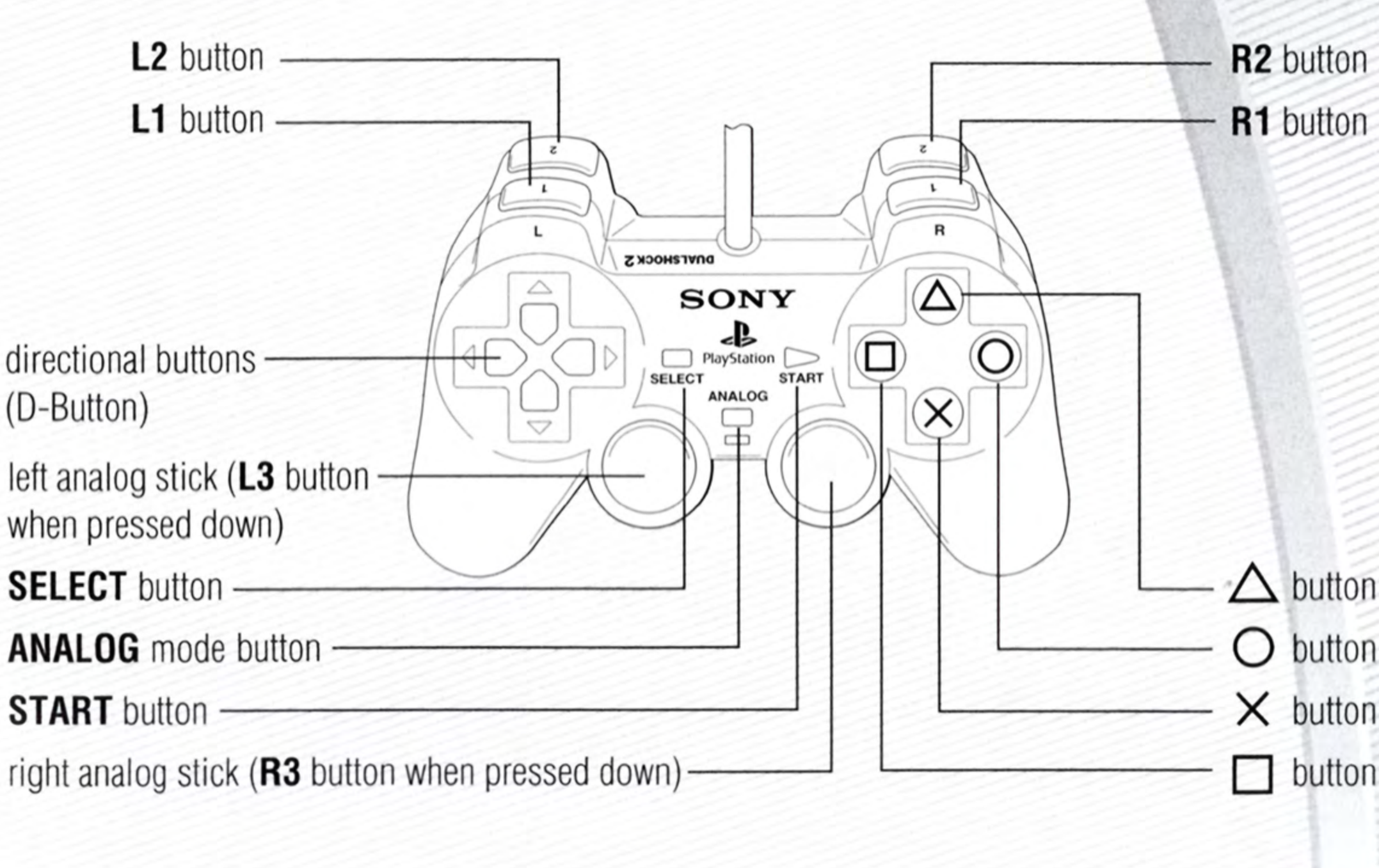


1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the *Madden NFL™ 2002* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

NOTE: Up to 8 players can play *Madden NFL 2002* by using one or more Multitaps (for PlayStation®2).

COMMAND REFERENCE

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

Highlight menu item	D-Button or left analog stick ↕
Change highlighted item	D-Button or left analog stick ↔
Select/Go to next screen	✖ button
Cancel/Return to previous screen	▲ button
Help menu	■ button

BASIC CONTROLS

Take over any game with the use of these basic controls.

GENERAL GAMEPLAY

Pause game	**START** button
Call **timeout**	**SELECT** button

PLAY SELECTION

Cycle **sets** and **formations**	D-Button or left analog stick
Select **sets** and **formations**	✖ button or **R3** button
Select play	D-Button or left analog stick ↕ and then ■ button, ✖ button, or ● button

KICKING

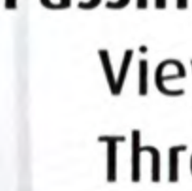
Start kick meter/Kick the ball	✖ button or **R3** button

OFFENSE

Snap the ball	✖ button or **R3** button
Passing:	
View available receivers	✖ button
Throw the ball	✖ button, ■ button, ● button, **L1** button, or **R1** button
Move player	D-Button or left analog stick

DEFENSE

Switch player	✖ button or **R3** button
Move player	D-Button or left analog stick
Dive	■ button



NOTE: In addition to these basic moves, *Madden NFL 2002* includes many other control features that can trigger that fourth quarter comeback. For more detailed information about all gameplay controls, ➢ *Complete Control Summary* on p. 6.

INTRODUCTION

The award-winning Madden franchise returns for its second season on the PlayStation 2 console. Delivering the heart-felt emotion and hard-hitting action of the National Football League,™ *Madden NFL 2002* takes its dominance to a new level. Whether you're playing an Exhibition game or going deep into Franchise mode, all the glory is a single play away.

GAME FEATURES

- **Kick Off The Season With The Newest NFL Team**—Take the field with all 32 NFL teams including the expansion Houston Texans™.
- **A Game Within A Game**—Run the Two Minute Drill and earn bonus points in this quick-hitting, fast-paced game mode.
- **It's Your Game, It's Your League**—Create a Custom League or Tournament and start your own rivalries.
- **Bang—Boom—Pow!**—Perfect the X's and O's with the help of John Madden in the all-new Training mode.

For more info about this and other titles, visit EA SPORTS on the web at www.easports.com.

NOTE: The Houston Texans uniforms were not finalized when this game was completed. The uniforms in *Madden NFL 2002* are generic representations. To see the real Texans uniforms check out **www.NFL.com** after September 12, 2001.

COMPLETE CONTROL SUMMARY

NOTE: You can play *Madden NFL 2002* in Analog mode. When ON, a red light illuminates from the mode indicator on your controller.

OFFENSE (BEFORE THE SNAP)

Coach's Cam (View receiver routes)	**R2** button + D-Button or left analog stick ↔ or ↓
Fake snap	● button
Call an **audible** (➢ *User Audibles* on p. 39)	■ button and then ■ button, ✖ button, ● button, **L1** button, **L2** button, or **R1** button
Flip play **Quiet the crowd**	■ button and then **R2** button **L3** button
Pan camera	**R1** button + D-Button or left analog stick ↔ or ↓
Snap the ball	✖ button or **R3** button

➪ To cancel an audible after bringing up the audible selector (by pressing the ■ button at the line of scrimmage), press the ▲ button. To run the original play, after selecting an audible, press the ■ button and then the **L2** button.

RUNNING

Move player/Run	D-Button or left analog stick
Sprint	✖ button
RB **Dive**	■ button
QB **Slide/Dive**	■ button (tap)/ ■ button (hold)
Jump/Hurdle	▲ button or right analog stick ↑
Spin	● button or right analog stick ↓ + D-Button or left analog stick ↔
Juke left/right	**L1** button/**R1** button
Stiff arm left/right	**L2** button/**R2** button or right analog stick ↔

PASSING

View **available receivers**	✖ button (after the snap)
Pass to the receiver with corresponding control symbol	✖ button, ■ button, ● button, **L1** button, or **R1** button
Throw ball away	**L2** button + ▲ button (while passing icons are up)
Toggle passing icons OFF/ON	▲ button
Route-based passing	**L2** button + receiver symbol
Pump fake	**R2** button + D-button or left analog stick

ANALOG PASSING

Select receiver	right analog stick (in the direction of the receiver)
Pass the ball	**R3** button
Pump fake	**L3** button

RECEIVING

Control intended receiver	✖ button or **R3** button (while ball is airborne)
Dive for pass	■ button
Sprint	● button
Jump for pass	▲ button or right analog stick ↑

BLOCKING

Switch to closest blocker/receiver	✖ button
Cut block	■ button
Power block	● button

DEFENSE (BEFORE THE SNAP)

Cycle through defenders	✖ button or ● button
Reposition player	D-Button or left analog stick
Defensive line shift	**L2** button/**R2** button
Linebacker shift	**L1** button/**R1** button
Coverage audibles (➢ p. 17)	▲ button then ■ button, ✖ button, ● button, or **L2** button

Flip play	✖ button then **R2** button
Call an **audible**	■ button then ■ button, ✖ button, ● button, **L1** button, **L2** button, or **R1** button
Pump up crowd	**L3** button

➪ To cancel an audible (or *Coverage Audibles*, ➢ p. 17) at the line of scrimmage, press the ▲ button. To run the original play press the ■ button or (▲ button) and then the **L2** button.

DEFENSE (AFTER THE SNAP)

Control player nearest to the ball	✖ button or **R3** button
Move player	D-Button or left analog stick
Dive	■ button or right analog stick ↓
Sprint	● button
Jump	▲ button or right analog stick ↑
Strip ball	**L2** button/**R2** button
Spin move left/right (engaged)	**L2** button/**R2** button
Swat ball (ball is in the air)	**L1** button/**R1** button
Swim move left/right (engaged)	**L1** button/**R1** button

KICKING GAME

Direction/Elevation of kick	D-Button or left analog stick
Start Kick Meter	✖ button
Stop Kick Meter (power)	✖ button
Stop Kick Meter (accuracy)	✖ button
Call an audible	■ button and then ✖ button, ■ button, ● button, **L1** button, **L2** button, or **R1** button

KICKING THE BALL

When you are kicking the ball, whether it's for a kickoff, punt, or field goal, the kick meter appears in the bottom left hand corner.

➪ Press the ✖ button to start the kick meter.

When the meter reaches here, it is at its highest desirable point. Press the ✖ button again before it passes this section or you will over-kick.

Press the ✖ button again when the meter comes back to this point. Pressing the ✖ button here gives your kick better accuracy.

✦ When kicking or punting, over-kicking can add power to the kick. Remember though, using over-kick speeds up the return meter decreasing your chances for making an accurate kick. Also, try to stop the kick meter in the middle of the yellow accuracy range for best accuracy.

➪ Aim your kick or change the trajectory with the directional meter by pressing the D-Button or left analog stick. This must be done before you kick the ball.

KICKOFF/PUNT RETURNING

Switch players	✖ button or **R3** button
Move return man	D-Button or left analog stick
Fair catch (you must have control of the return man)	▲ button

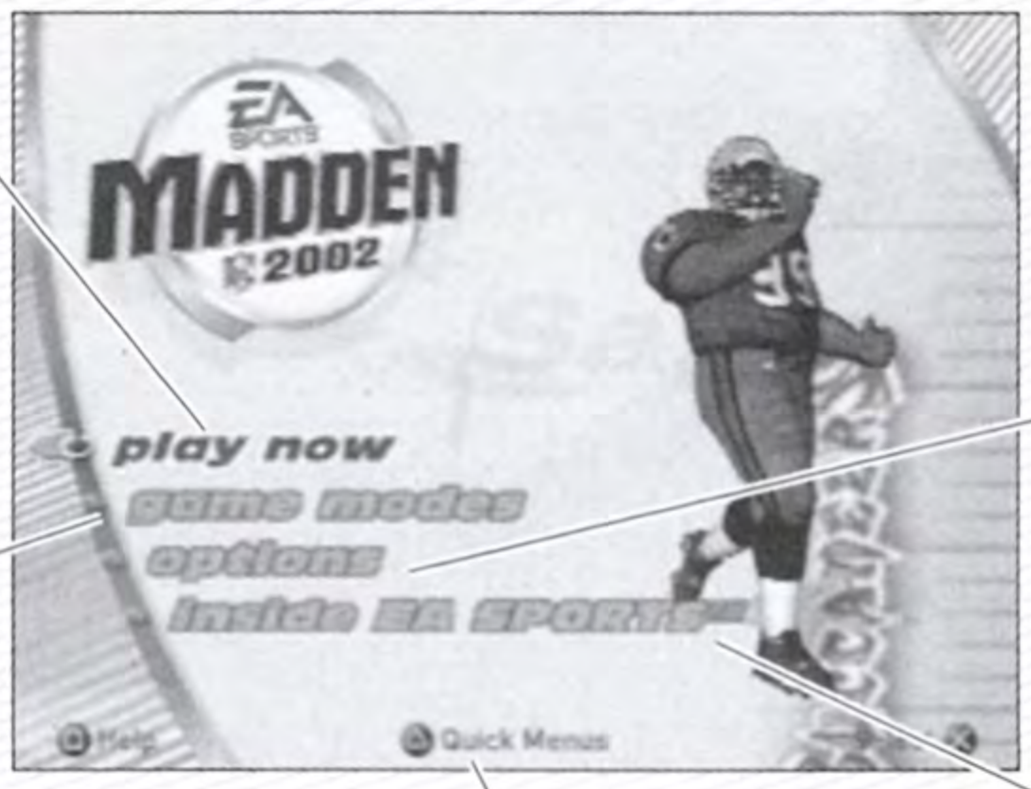
NOTE: **If you don't move your return man after he catches a kickoff or punt in the endzone, he kneels down automatically for a touchback.**

SETTING UP THE GAME

MAIN MENU

The Main menu is Madden central. From here, you can choose the game mode you want to play—Exhibition, Season, Franchise and more—or you can access a variety of options that allow you to make pre-game adjustments that fit your playing style.

PLAY NOW: Play a Quick Game (➢ p. 11), run the Two Minute Drill (➢ p. 30), or brush up on your skills in Training Mode (➢ p. 31)



OPTIONS: View and trade Madden Cards, update and change your team Rosters, Create-a-Team, customize a User Profile, adjust game settings, and access a memory card (8MB) (for PlayStation® 2) (➢ *Options* on p. 31)

GAME MODES: Choose between Exhibition , Season, Franchise, Tournament, Custom League, Practice, or Situation mode.(➢ *Starting an Exhibtion Game* below, ➢ *Season/Franchise* on p. 20, or ➢ *Other Game Modes* on p. 27 for more information).

Return to the EAsy Play menu.

INSIDE EA SPORTS: Get a Season Preview and view game credits

NOTE: Default options are listed in **bold** in this manual.

STARTING AN EXHIBITION GAME

Play an Exhibition game between any two teams. Play four quarters of smash-mouth football against your toughest division rival or take on other league favorites.

To start an Exhibition game:

➪ From the Main menu, select Game Modes and press the ✖ button. Next, highlight EXHIBITION and press the ✖ button again. The Team Select screen appears.

EASY PLAY™ / NORMAL PLAY:

Before you reach the Main menu, *Madden NFL 2002* give you the option to play a Quick Game with the EAsy Play function ON where the game is simplified for easier learning. If you'd rather play with the traditional Madden gameplay style, select NORMAL.

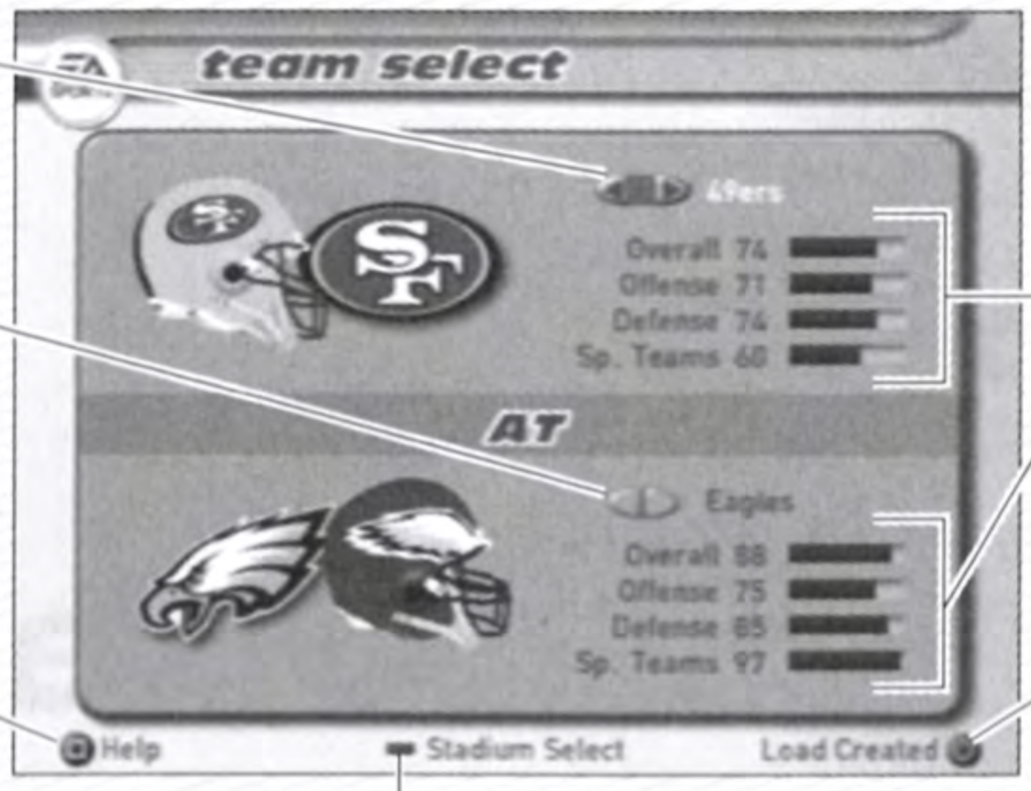
TEAM SELECT SCREEN

Select the Away and Home teams of your choice as well as a stadium to play in. If that's not enough, you can also change the time of day and weather. All 32 NFL teams plus classic teams from the past, all-time teams and NFL Europe teams are represented.

Press the D-Button ↔ to select the Away team

Press the D-Button ↔ to select the Home team

Access Help menu



Team ratings

Load a created team (➢ *Create-A-Team* on p. 37)

Select stadium (and game conditions)

AWAY AND HOME TEAMS

Toggle the Away and Home teams (press the D-Button ↔). The team's logo and helmet appears on the Team Select screen once it has been selected.

✦ The **L1** button/**L2** button randomly selects a "current" Home and Away team, and **R1** button/**R2** button randomly selects from all the available teams.

EA TIP: Use the statistical team ratings to help determine which teams make for a good match up.

QUICK GAME

Skip all the pre-game activities of an Exhibition game and jump to a Quick Game. Just select the Home and Away teams and go!

To play a Quick Game:

➪ **From the Main menu, select PLAY NOW and press the ✖ button. A Play Now pop-up menu appears. Highlight QUICK GAME and press the ✖ button again. The Team Select screen appears. Use the D-Button to select the Home and Away teams plus the Home and Away players (Controller or CPU). When the teams are selected, press the START button, the players take the field and the game begins. (For more information on gameplay, ➤ *Playing the Game* on p. 14.)**

STADIUM SELECT (WEATHER AND TIME OF DAY)

Play your game at any stadium featured in *Madden NFL 2002*. You can also select the time of day that the game is played (**DAY**, AFTERNOON, at DUSK, NIGHT) and the weather conditions for the game.

➪ To reach the Stadium Select screen, press the SELECT button from the Team Select screen.

✦ To play in the rain or snow, adjust the weather options to vary your playing conditions. Increasing the precipitation while decreasing the temperature creates snow.

NOTE: If your game is played in a dome stadium, you can't adjust the weather conditions.

✦ To reach the playing field, continue through the Controller Select screen (press the ✖ button or the **START** button to reach the Controller Select screen) after your teams (and stadium and weather conditions) are selected.

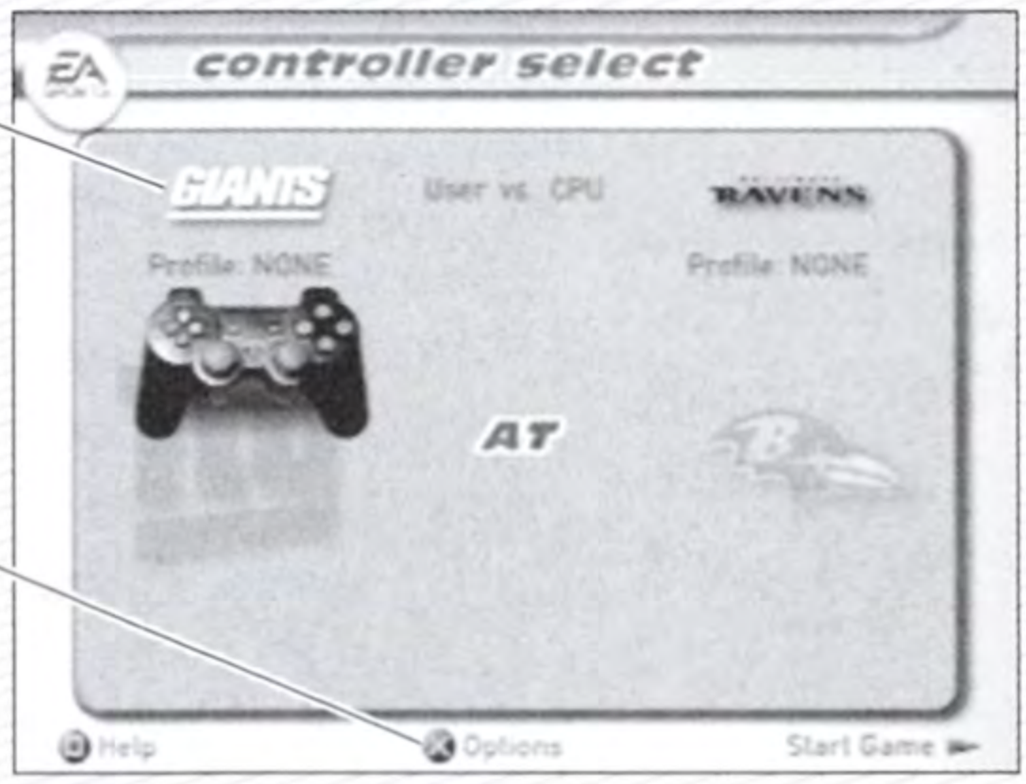
NOTE: To load a Create-A-Team (➢ p. 37) press the ● button and the Load File screen appears. From here you can load a created team to the Team Select screen. Once a team is loaded, your Create-a-Team logo and helmet appears in the Team Select menu.

CONTROLLER SELECT SCREEN

Select a team to control in the game. From here, you can also select a playbook.

To choose a team, press the D-Button ↔ and position the controller icon under your desired team

Press the ✖ button to view more options



CONTROLLER SELECT POP-UP MENU

From the Controller Select Pop-Up menu, you can select your team jersey (home team only), select a User Profile, and more.

➪ To reach the field, Highlight PLAY GAME and press the ✖ button.

SELECT PLAYBOOK

Select from a list of team playbooks in *Madden NFL 2002*. Choose from any of the 31 true team playbooks as well as five generic offensive playbooks.

RISK CARDS

Risk Cards allows you to risk Madden Cards in a 2-player game (➢ *Madden Cards* on p. 31).

CONTROL SETTINGS

Select from one of four controller configurations. You can also turn **ON**/OFF your controller vibration feature from here.

SELECT PROFILE

You can attach an active User Profile to both the away and home teams. If an active User Profile is associated with a team during a game, the computer will keep track of the user's statistics. You can view user statistics from the User Profiles under Options on the Main menu.

NOTE: All User Profile settings overwrite any game settings when active.

SELECT UNIFORM

Select the jersey the home team wears during the game. This list sometimes includes throwback uniforms and/or alternate jerseys from the past (not applicable for all teams). The away team wears the opposite jersey type, either dark or white, selected by the home team.

➪ You can press the **START** button from the Controller Select screen to begin the game.

PLAYING THE GAME

After all the pre-game adjustments, the captains meet midfield for the coin toss.

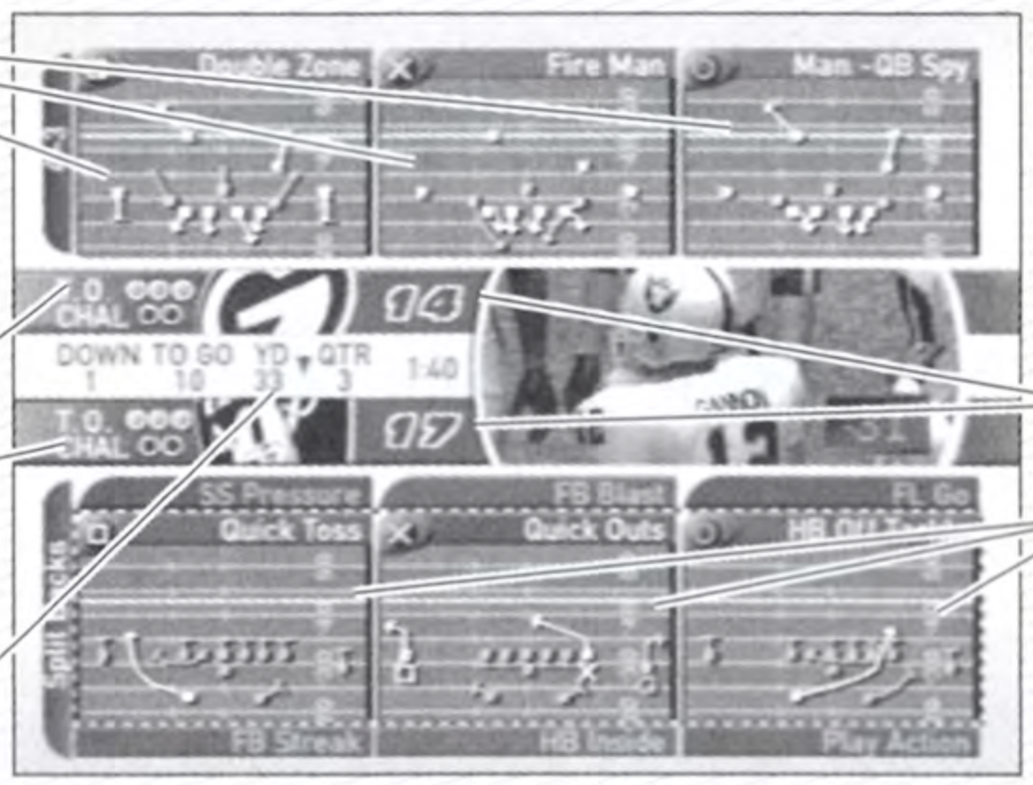
COIN TOSS

➪ Before the Coin Toss, the scouting report and playing conditions are displayed. To bypass these screens, press the ✖ button.

The winner of the toss may choose to kick, receive, or defend a goal; the loser picks from the remaining choices. Once the coin toss is decided, get ready for some hard-hitting, smash-mouth football.

PLAYCALLING SCREEN

From the Playcalling screen, select the plays for your controlled team. From here, you can also see how much time is left on the clock, how many time-outs your team has, how many yards you need for a first down, and the score of the game. You can also ask John Madden for a suggested play and find plays intended for your Go To Guy.


Defensive Formation/Play windows (Defense is always at the top of the screen)
Timeouts remaining
Number of Coaches Challenges remaining
Down, quarter and clock information
List the plays in the next window (press the D-Button ↕ to cycle through windows)
Score
Offensive Set/ Formation/ Play windows
Double Zone
Fire Man
Man - QB Spy
DOWN TO GO YD QTR
1 10 33 3 1:40
SS Pressure
FB Blast
FL Go
Quick Toss
Quick Outs
FB Streak
HB Inside
Play Action

To select an offensive or defensive play:

1. Use the D-Button or left analog stick to select a formation and set, then press the ✖ button.

2. To select the desired play, press the ■ button, ✖ button, or ● button.

➪ To go back to the previous window, press the ▲ button.

✦ On offense, running plays are identified by green borders, and passing plays are identified by blue borders.

➪ To flip plays, press the **R2** button.

➪ To call a play from the header below the selection window, press the **L2** button + the ■ button, ✖ button, or ● button. To call a play from the header above, press the **L1** button + the ■ button, ✖ button, or ● button.

- To ask John Madden for coaching assistance on your next play, press the ■ button and a suggested play is highlighted in the play selection window.
- To choose plays designed for a Go To Guy, press the ● button, then use the D-Button or left analog stick to scroll through your list of Go To Guys. Press the ✖ button to view a list of plays featuring that player.
- Press the **R1** button to view fatigue levels for your players. When red, players are tired and need rest, yellow means players are slightly winded, and players are fresh when their symbol is green.

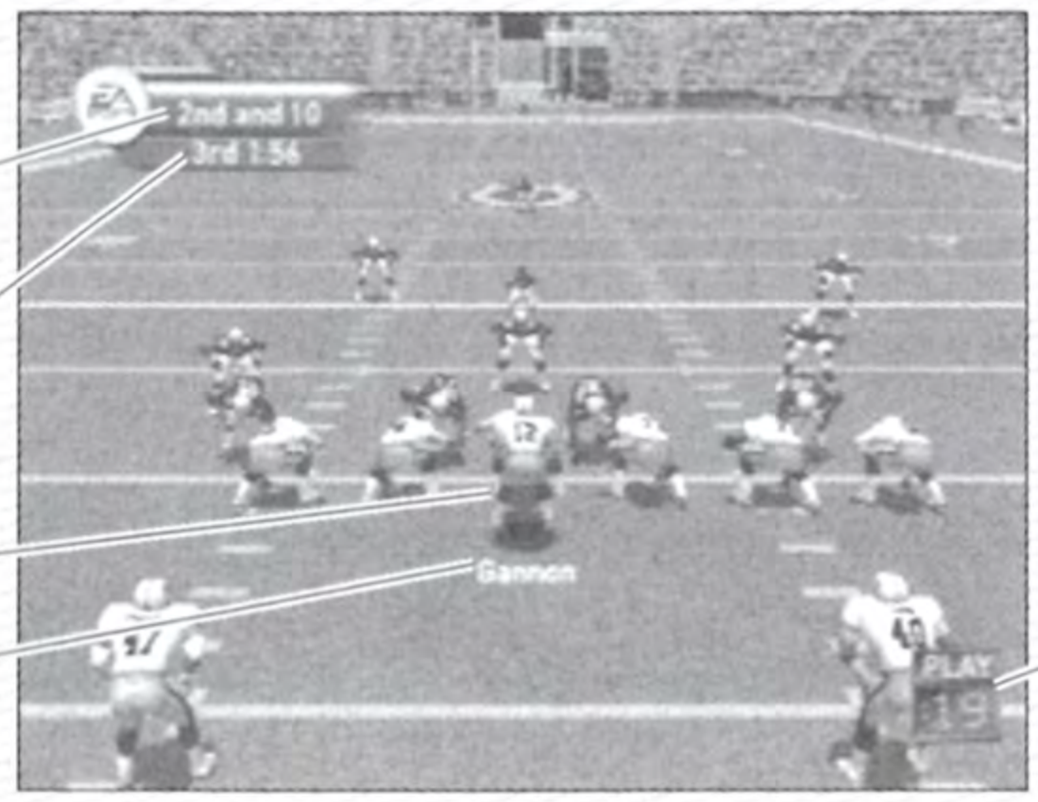
NOTE: After each play, the offense has 40 seconds (25 after some stoppages) to select a play before a delay of game penalty is called. The defense has five seconds to choose a play after the offense is ready to break the huddle.

SPECIAL TEAMS PLAYS

From the Playcalling screen, you'll find punt and kick plays normally used on fourth down. However, you can also find a few special trick plays used when running your offense with or against the clock.

GAME SCREEN

On the top left hand corner of the game screen, the game clock appears along with down and yards to go information. On the lower right hand corner the play clock appears.



- If your player is off-screen, an arrow the same color as your control indicator points toward him from the edge of the screen. Hold the D-Button in the opposite direction of the arrow to bring the player on-screen (when on defense).

GAMEPLAY TIPS

HOT ROUTES

Use a Hot Route at the line of scrimmage when you see a weakness in the defense. Hot Routes quickly change a receiver's original route before the ball is snapped.

To call a Hot Route:

1. Press the ▲ button, then press the button symbol of the receiver whose route you want to change.
2. After the receiver's original route is cancelled, press the D-Button ↑ to send him on a fly pattern, press the D-Button ↓ for a curl pattern, or press the D-Button ↔ to run an in/out pattern. (You may also also use the left analog stick to change the receiver's route).

BLOCKING HOT ROUTES

Change your blocking assignments with a Blocking Hot Route for your halfbacks, fullbacks and tight ends. Call these at the line of scrimmage when you anticipate the defensive pressure coming from an unprotected side of the line.

To call a blocking hot route:

1. Press the ▲ button, then press the button symbol of the running back or tight end whose passing/blocking route you want to change.
2. Press the **L2** button to change to a blocking assignment to the left. Press the **R2** button to change it to the right.

RECEIVER MOTION

To give the defense something else to look at, put a player in motion before you snap the ball. Once the play begins, the player runs his route from his current location.

To call man in motion:

1. While at the line of scrimmage, press the D-Button or left analog stick ↕ to highlight the player that you want to put in motion.
2. Press the D-Button or left analog stick ↔ to send that player in motion.
3. Snap the ball.

BULLET/TOUCH PASS

If the coverage is tight or if your quarterback is under heavy pressure, throw a bullet pass (hold down the button that corresponds to the targeted receiver) and the quarterback fires the ball to the receiver. To drop the ball in over coverage, throw a touch pass (tap the button) and your receiver has an easier time catching the ball.

ROUTE-BASED PASS

On a route-based pass, the quarterback leads the receiver based on the player's route instead of the current direction the player is running.

➪ To throw a route-based pass, hold the **L2** button and press the button of the receiver you want to throw to and the quarterback leads the receiver through his route while he's running.

QB SCRAMBLE

If your quarterback is under heavy pressure and has the passing symbols active, press the ▲ button while he's still behind the line of scrimmage and scramble for yardage. During the run, you can press the ▲ button again to bring up the passing symbols again. However, once the quarterback crosses the line of scrimmage, he's not allowed to throw the ball downfield.

HURRY-UP OFFENSE

To run a hurry-up offense, hold the ▲ button immediately at the end of the play (just after the whistle blows). The offense skips the huddle, hurries to the line of scrimmage, and repeats the previous play.

If you want your quarterback to call the "spike ball" play, hold the ● button at the end of a play to run a stop clock play. To call a "fake spike" trick play, hold the ■ button.

COVERAGE AUDIBLES

On defense, coverage audibles allow you to change the logic of the defensive backs at the line of scrimmage. There are three levels of coverage audibles: The first (▲ button then ■ button) puts the defensive backs into bump and run. The cornerbacks jam the receiver at the line of scrimmage for tight man-to-man coverage. The second (▲ button then ● button) puts the defensive backs 3–5 extra yards off the ball in loose coverage and the third (▲ button then ✖ button) shifts the safeties and linebackers into better position to cover their assigned man.

PAUSE MENU

When the action on the field is getting out of control, pause the game and take a break. The Pause menu also allows you to stop the clock with a time-out, view instant replays, read game information in a variety of categories, and readjust the game settings.

➪ During the game, press the **START** button to reach the Pause menu.

RESUME GAME Continue the current game.

INSTANT REPLAY

View all the action from the last play from every angle possible. You can also save the replay to a memory card.

CALL TIMEOUT

Call one of three timeouts per half.

CHALLENGE PLAY

Use one of the two Coaches Challenges on any questionable play. If you challenge a play and it's not overruled, you lose a timeout.

STATS/INFO

Game: View offensive and defensive team statistics.

Individual: View offensive and defensive player statistics by position and team.

Score Summary: View scoring summary for the entire game.

Drive Summary: View a summary of the current drive.

COACHING STRATEGIES

Depth Charts: Re-arrange your depth chart for all positions.

To change the order of the depth chart:

1. Highlight DEPTH CHART and press the ✖ button.
2. Highlight a player from the depth chart screen (on top) and press the ✖ button. Your cursor moves to the team roster.
3. Highlight a player from the team roster and press the ✖ button. The new player is inserted into the depth chart.

NOTE: 3rd down running backs (3DRB) sub in for the half-back on every 3rd down situation. 3rd down backs typically have better hands and/or are a little faster then the starting running back.

Formation Subs: Arrange the personnel for a specific formation and set.

To sub in a player:

1. Highlight formation SUBS and press the ✖ button.
2. Select a situation (using the **L2** or **R2** buttons to scroll through the selections) and then a

formation and set (using D-Button or left Analog Stick ↕).

3. Select a position by pressing the D-Button ↔ to scroll through the players in a set and then press the ✖ button on the desired player.
4. From the Available Players list, highlight a player to be substituted in the starting spot and press the ✖ button. The new depth chart is set.

Audibles: Each team has 10 audibles—five on offense and five on defense (➢ *User Audibles* on p. 39).

Injury Report: View the condition of players who have been injured during the game or who have a pre-existing injury.

MADDEN CARDS

Play any of the Madden Cards you have earned through Madden Challenge or view the status of the challenges for the current profile.

To play a Madden Card:

1. Scroll through your available cards and press the ✖ button on the card you want to play.

⇨ Press the ● button to flip the card over and view the back.

2. Press the ✖ button on Play Card to activate that card.

SETTINGS

Adjust your game settings (this also includes Controller Select). For more information, ➢ *Settings* on p. 40.

CAMERA VIEW

Select the camera view from one of six different angles, or set your own with the User Defined option.

QUIT/SAVE

Quit the game and return to the Main menu, or save the game to your memory card and resume the action at another time.

SEASON/ FRANCHISE

In Season and Franchise mode, play a full 16-game season as one or all 31 NFL teams and bring home an NFL championship. You are the league commissioner, general manager, and coach. You set the rules, you make the trades and you control the entire season for 22 weeks. From week one all the way to the Pro Bowl,™ *Madden NFL 2002* is in your hands.

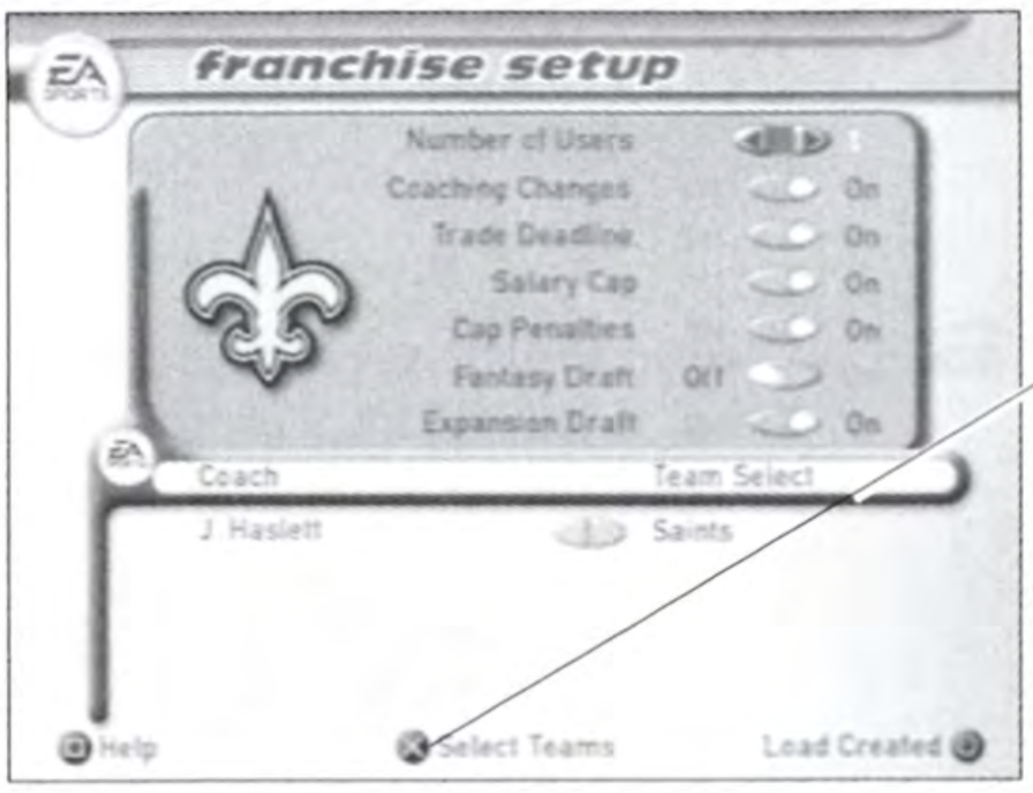
To begin a Season/Franchise:

➪ From the Main menu, select GAME MODES and then cycle to SEASON (or FRANCHISE) and press the ✖ button.

SEASON/FRANCHISE SETUP SCREEN

Get deep into *Madden NFL 2002* and set up your Season/Franchise exactly the way you want.

CREATED TEAMS: Press the ● button to load a created team to Season/ Franchise mode. After a team is loaded, it still needs to be selected from the Setup menu.



When your options are selected, press the ✖ button to select a team and a coach from the bottom half of the screen.

SEASON AND FRANCHISE MODE

There is a distinct difference between Season and Franchise modes. When playing in Franchise mode, you continue playing games season after season, while in Season mode, the league ends after your team plays its last game in season 1. If you continue to play in season 2 (and beyond) in Franchise mode, you run your team's operations in the post-season by taking part in the player draft. You also get to negotiate player contracts, waive players, and sign free agents. Players may retire at the end of a season and player attributes change during every off-season. In other words, your team's roster continues to change through the entire franchise. You are given the option to convert your season to a franchise at the end of the year.

NUMBER OF USERS Select the number of users you want to have in your league (**1**–31).

COACHING CHANGES When **ON**, coaches may resign after a season when their coaching points reach 0 in the Coach Options. Franchise mode only.

TRADE DEADLINE When **ON**, the NFL trade deadline is enforced. No trading is allowed after Week 6.

SALARY CAP When **ON**, the NFL salary cap is enforced and you have a limited budget to sign free agents and draft picks.

CAP PENALTIES When **ON**, releasing a player from your team's roster incurs a monetary penalty for the remaining years of that player's contract or until another team signs him.

FANTASY DRAFT When ON, teams create a custom roster by drafting players from the entire pool of every active NFL player (➢ *Fantasy Draft* below).

FANTASY DRAFT

If you are playing a Season or Franchise mode with this option ON, all active NFL players are thrown into a single draft pool. Teams then add players to their rosters one-by-one in a 47-round Fantasy Draft. Once the draft is concluded, the league begins.

To run a fantasy draft/to draft a player:

1. **After you set up your Season/Franchise (with Fantasy Draft ON), press the ✖ button to begin the draft. The first team on the clock must select a player (The CPU selects players for CPU-controlled teams).**
2. **To draft a player, highlight a name of the player you wish to select and press the ✖ button. You can browse through the positions lists by pressing the L2 button or R2 button. Move through the available players by pressing the D-Button ↕.**
3. **After a player is selected, he is added to the team roster.**

NOTE: To simulate the draft at any time, press the START button.

EXPANSION DRAFT When **ON**, the Houston Texans or a Create-a-Team stock up on a pool of 155 players before joining the league in year 2 (➢ *Expansion Draft* on p. 26).

SELECTING A TEAM

You can run any team in the league of your choice.

To select a team:

1. After you select the number of users and adjust your league settings, press the ✖ button. The cursor moves to Team Select/Coach Select menu.
2. Press the D-Button ↔ to select a team and press the **START** button to reach the Season/Franchise menu.

SELECTING A COACH (FRANCHISE MODE ONLY)

All NFL coaches and their playbooks are available for you. If none of the coaches satisfy you, create one of your own.

To select a current NFL coach:

⇨ After you select a team to run, press the ✖ button to reach the Coach pop-up box. Highlight START FRANCHISE if you wish to start the season with the current coach and press the ✖ button. From here, your first NFL season begins.

To select another NFL coach:

1. If you wish to change coaches, from the Coach pop-up box, press the D-Button ↔ until you find the coach of your choice.
2. Highlight START FRANCHISE and press the ✖ button. Your first NFL season begins with a new coach running the team.

To create a coach:

1. If you wish to create your own coach, from the Coach pop-up box, highlight NEW COACH and press the ✖ button. The New Coach menu appears.
2. Highlight COACH and press the ✖ button to edit your coach's name.
3. Type in a name from the edit box and select DONE. Your new coach's name appears on the screen.
4. Select a body type for your coach (press the D-Button ↔).
5. When finished, highlight OK and then press the ✖ button.
6. Once your coach is created, highlight START FRANCHISE and press the ✖ button. The Franchise "Year 1" menu appears.

SEASON/FRANCHISE MENU

PLAY WEEK

This screen lists all the games throughout the season. You can scroll through each week and observe the matchups for the current and future weeks and the scores of games that have been played.

ROSTERS

View team rosters and make all player movements (➢ *Rosters* on p. 34).

COACH OPTIONS (FRANCHISE ONLY)

Profiles: Set various coaching options for your team such as playbooks, coaching strategies, and various off-season assistance options.

Positions: View all of the user coaches and their current position. You can also modify which team you are coaching, if coaching slots are open.

Ratings: View player-controlled coach career stats.

STATS/INFO

Access all the team and Individual stats, team rankings, and league standings. The league news and injury reports are also available from this menu.

AWARDS

View weekly and yearly awards as well as Pro Bowl and All-Madden team selections

OPTIONS

Madden Cards: Trade Madden Cards between active profiles and view season and game performance records (➢ *Madden Cards* on p. 31).

User Profiles: Create and edit your User Profile, check out user stats and set up your audibles and user settings from here (➢ *User Profiles* on p. 38).

SETTINGS: Adjust your game settings for the season (➢ *Settings* on p. 40).

Memory Card (PS2): Save your Season to your memory card (➢ *Saving and Loading* on p. 42).

PLAY WEEK MENU

View all the games that are to be played throughout the season in the Weekly Schedule (you can scroll through each week and observe the scores of games that have been played) or view Team Schedules team by team. Although playing a Franchise game is similar to playing a Season mode game, users in Franchise mode can only control their own team. All other games must be simulated.

PLAYING A GAME

To advance through your season, you must either play your designated games or simulate them.

To play a game in Season/Franchise mode:

1. Select WEEKLY SCHEDULE and press the ✖ button.
2. Scroll through the games on the weekly schedule.
3. Highlight a game on the schedule that you wish to play and press the ● button. A red checkmark appears next to your selected game.
4. With a non-user-controlled game highlighted, press the ✖ button and then highlight your final option: PLAY GAME, SIMULATE GAME, SIMULATE WEEK, or SIMULATE SEASON. Press the ✖ button again on your final choice.

✦ If you highlight a user-controlled game and press the ✖ button, all non-user-controlled games are simulated automatically.

IMPORT DRAFT CLASS

At the end of every season, you can load a file from EA SPORTS *NCAA® Football 2002* to *Madden NFL 2002* from your memory card.

To import a Class:

1. **After the Pro Bowl has been played, Select Import Draft Class from the end of season pop-up menu.**
2. **Load the desired DraftCls file from your memory card. The files are imported to *Madden NFL 2002* and the off-season begins.**

SIMULATING GAMES

This is a helpful tool if you want to have the CPU quickly play all of its games in a week. After a game is simulated, the final score appears next to that game, and the schedule advances to the next week. There are three different ways to simulate games on the schedule: SIMULATE GAME, SIMULATE WEEK, and SIMULATE SEASON.

SIMULATE GAME	Simulate the highlighted game in the schedule.
SIMULATE WEEK	Simulate all games, including user-controlled games. After it is finished simulating the entire week, the schedule for the next week appears.
SIMULATE SEASON	Simulate all games listed in the schedule for the year.

NOTE: If you are only simulating the current week rather than a group of weeks, user-controlled games are not simulated.

DURING THE SEASON

During a Season, you can control any team, on any week, at any point during the year (you can only run player-controlled teams in Franchise mode). You can also make player trades, sign free agents, and change game settings. Whether you're playing or simulating the games, you can also get all the league information from the Season menu. You can also access your Madden Cards and User Profiles at any time during the season.

✦ For more information on roster moves, ➢ *Rosters* on p. 34.

AFTER THE SEASON

The season ends after the AFC-NFC Pro Bowl. However, you do have the option to continue on to Season No. 2. If you decide to continue, your Season turns into Franchise Mode and the computer generates a new schedule for you. If you decide not to continue, the season is over, and you must restart the mode. In Franchise mode, you are prompted to advance to the off-season automatically after the Pro Bowl.

THE OFF-SEASON (FRANCHISE MODE)

After any season, it's time to think about the future. Build your dynasty through the draft or by signing key free agents. You control the moves for your team and the computer handles the other teams. You can re-sign, trade, and draft players and sign free agents.

OFF-SEASON SCHEDULE

RETIRED PLAYERS — View the retired players from every roster.

RE-SIGN PLAYERS — Negotiate contracts with players from your own team.

⇨ To begin contract negotiations, highlight an unsigned player and press the ✖ button. Offer a salary and press the ✖ button to submit the offer sheet. The player either accepts or declines the offer.

EXPANSION DRAFT (YEAR 1 OFF SEASON) — When **ON**, the Houston Texans or a Create-a-Team stock up on a pool of 155 players before joining the league (➢ *Expansion Draft* on p. 26).

FREE AGENT SIGNING — Before the draft you have a 45-day period to sign available free agents. You must fit all players you wish to sign under the salary cap.

NFL DRAFT — Begin the seven-round rookie draft. Each team selects one player per round. You can simulate the draft at any time.

➪ To select a player, press the ✖ button. To sim ulate the draft at any time, press the **START** button. Then select YES and press the ✖ but ton again when you are asked if you wish to simulate the rest of the NFL draft.

SIGN DRAFT PICKS After the draft, you must sign your draft picks to your roster. You must fit these players under the salary cap in order to keep them on your roster.

RE-ORDER DEPTH CHARTS Modify the roster before the new season.

START NEW SEASON Begin a new year of football.

NOTE: If you wish to skip any steps in the off-season, you can simulate past them; however, if your Coaching Options are not set to CPU for a given step, then your team will not participate in that part of the off-season. After all the off-season steps are complete, a new schedule is generated, and the next season begins.

EXPANSION DRAFT

If you are playing a Season or Franchise mode with this option **ON**, you can run the Expansion draft in the off-season for the new Houston Texans or a "Create-a-Team." You have 42 selections and when the Expansion draft is completed, the new team joins the league.

If the CPU is controlling the expansion team, you expose 5 players from your roster to the draft. If the expansion team selects one of your players, you can remove a remaining player from the draft pool and place him back on your roster. If the expansion team selects a second player, you can remove the rest of your exposed players from the draft pool.

✦ If the Expansion Draft option is OFF, no team joins the NFL for year 2.

NOTE: The Expansion Draft player selection process is run similar to a Fantasy draft (➢ *Fantasy Draft* on p. 21).

OTHER GAME MODES

TOURNAMENT

Compete in a single or double elimination tournament with playoff-like pressure.

TOURNAMENT SETUP BOX

NUMBER OF PLAYERS Play a **4**-, 8- or 16-team tournament.

TOURNAMENT TYPE Choose a **SINGLE** or DOUBLE ELIMINATION tournament.

FANTASY DRAFT When ON, conduct a Fantasy Draft before playing in a tournament (➢ *Fantasy Draft* on p. 21). The default is set at **OFF**.

NOTE: ALL teams are player-controlled in this mode, although you can play individual games against the CPU.

NOTE: CREATED TEAMS: Press the ● button to load a created team to the custom league. After a team is loaded, it still needs to be selected from the Team Select menu.

To start a Tournament:

1. Select the desired setup options for the tournament, then press the ✖ button to move to the Team Selection. Press the D-Button ↔ to cycle through available teams and press the **START** button when all the desired teams have been chosen.
2. To play a game, select Tournament Tree at the Tournament main menu and press the ✖ button on the desired match-up. The Options pop-up screen appears. From here, you can choose to simulate, forfeit, or play the game.

CUSTOM LEAGUE

Create a Custom League and begin new NFL rivalries.

CUSTOM LEAGUE SETUP BOX

NUMBER OF TEAMS Play in a league with up to 16 teams (you must have at least four in order to run the custom league).

FORMAT Play in a Round Robin or Double Round Robin league. When set at **ROUND ROBIN**, teams play every other team in the league once. When set at DOUBLE ROUND ROBIN, you play every team twice.

PLAYOFF TEAMS Select the number of teams (**2**, 4, 8, or NONE) that reach the post-season.

FANTASY DRAFT When ON, conduct a Fantasy Draft and then play in your custom league (➢ *Fantasy Draft* on p. 21).

NOTE: All teams are player-controlled in this mode, although you can play individual games against the CPU.

To start a Custom League:

1. After you select the initial setup options for the league, press the ✖ button to choose teams. Press the D-Button to select the teams and press the **START** button to continue.
2. To play a game, select Team Schedule from the Custom League menu and press the ✖ button.
3. Find a match-up from the Team Schedule menu and press the **START** button or the ✖ button to begin the game. An options screen appears. From here, you can choose to simulate, forfeit, or play the game.

PRACTICE

Madden NFL 2002's practice mode can help you brush up on your playing skills or master a team's playbook.

PRACTICE SETUP SCREEN

From the Practice Setup screen, select the offensive and defensive teams that you want to practice with. You must also select a practice type in the Mode bar.

MODE BAR

These options give you the ability to select what aspect of your team you want to practice (**NORMAL**, OFFENSE ONLY, or KICKOFF). If you want to practice offensive plays without a defense on the field, choose OFFENSE ONLY. If you want to practice playing offense or defense, choose NORMAL. If you want to practice kickoffs or returning kickoffs, choose KICKOFF.

➪ Once you are finished setting up your practice settings, press the **START** button or the ✖ button to reach the Controller Select screen. After you select a team, press the **START** button or the ✖ button to reach the practice field.

PRACTICE FIELD

Once you're on the practice field, you can run every play in your playbook.

- To re-spot the ball, press the **L2** button. Then press the D-Button to select the new spot on the field, and press the ✖ button when finished.
- To choose a different play, press the **SELECT** button.

PRACTICE PAUSE MENU

- Press the **START** button during practice to reach the Pause menu for a list of options. From here, you can change game settings, choose a new play, switch your practice type, substitute players and more.

RESUME PRACTICE	Resume your practice in progress.
INSTANT REPLAY	View all the action from the last play that occurred on the field.
RE-SPOT BALL	Re-spot the ball anywhere on the field, between the hash marks.
CHOOSE NEW PLAY	Choose a different play to practice.
PRACTICE TYPE	Switch to a different practice type (NORMAL PLAYS, OFFENSE ONLY, KICKOFF).
CONTROLLER SELECT	Select a different team to control (OFFENSE or DEFENSE, RETURN or KICK).
COACHING STRATEGIES	Sub in players from the bench, change your audibles, and rearrange your depth charts.
SETTINGS	Adjust your game settings (➢ *Settings* on p. 40
CAMERA VIEW	Select your camera view.
QUIT	Quit Practice mode and return to the Main menu.

SITUATION

It's late in the fourth quarter and you're trailing by four. See if you can pull off the win to keep your playoff hopes alive.

To Select your Situation settings:

1. To set the game situation, press the D-Button ↔ to change highlighted setting.
2. Press the D-Button ↕ to choose a new setting to change.
3. Press the ✖ button to advance to the Controller Select screen. Continue as you would in an Exhibition Game (➢ *Starting an Exhibition Game* on p. 10).

TWO MINUTE DRILL

The pressure is on and the clock it winding down. Run the Two Minute Drill and rack up as many points—and tokens—as you can before the final gun sounds.

NOTE: This game mode is accessed from the Play Now option at the Main menu.

TWO MINUTE DRILL SETUP BOX

PLAYERS	Play with up to 4 players in the Two-Minute Drill.
CPU DEFENSE	Choose the defense to play against. All players play against the same squad.
PLAY FOR TOKENS	When **ON**, players can earn points during the Two-Minute Drill and use them to obtain Madden Cards. (For more information, ➢ *Madden Cards* on p. 31).

NOTE: Press the ● button to view high scores in this game mode.

To start the Two Minute Drill:

1. After you choose the setup options, press the ✖ button to choose teams. Press the D-Button to select the teams and press the **START** button to continue.

✦ To play with an active User profile, press the ✖ button from the Team Select box. The Select Profile Pop-Up box appears. Select (or create a new) profile and press the ✖ button again.

2. To play a game, press the **START** button and Player 1 takes the field with the ball on their own 20-yard line.

NOTE: As soon as a player's time runs out, the next player in line takes the field.

NOTE: If you score before time expires, you keep possession of the ball and start a new drive from the opponent's 20-yard line.

TRAINING MODE

With the help of John Madden and his telestrator, get in-depth knowledge of each play and learn how each formation can help you during a game. Madden runs the play first with an in-depth preview and then it's your turn to take control. You can earn tokens with big plays, so pay attention to what John Madden has to say.

NOTE: This game mode is accessed from the Play Now option at the Main menu.

NOTE: Training Mode is run similar to Practice Mode (▷ *Practice* on p. 28).

NOTE: In order to earn tokens, you must activate a User Profile from the Training Setup menu.

OPTIONS

MADDEN CARDS

Earn tokens for each Madden Challenge task completed and use tokens to buy Madden Cards. Activate one of five types of cards (Current Players, Historic Players, Teams, Stadiums, and Cheats) to give your game a boost. Or initiate a trade to get that coveted card.

CARD BOOK

View the cards you have collected or buy new packs.

To buy a pack of Madden Cards:

1. From the Card Gallery Book screen press the ● button. If you have tokens available, you should receive a message asking if you would like to buy a new pack. Select YES and press the ✖ button.see a new pack of cards displayed in front of you.
2. Scroll through the cards to see if you earned any new cards.

To play or sell a Madden Card:

- You can sell back a Madden Card to recoup tokens.
- Activate a card to reap its benefits. (Flip a card by pressing the ● button to see its attributes).

1. From the Card Gallery screen select a card to sell by highlighting it and pressing the ✖ button. The View/Play Card screen appears.
2. Choose either PLAY CARD or SELL CARD and press the ✖ button. The Card Gallery screen reappears.

NOTE: Some cards such as cheats and current players can only be activated during a game.

To risk a Madden Card:

✦ Madden Cards can only be risked in 2-Player games where each player is using a User Profile (and has cards to wager).

1. From the Controller Select screen, press the ✖ button to access User Options.
2. Select a User Profile for each player if one is not already in use.
3. Highlight the RISK CARDS option and press the ✖ button. The Risk Cards screen appears both players must have a profile already loaded first.
4. Browse through your cards by pressing the D-Button and the **L2** button/**R2** button.
5. Press the ✖ button to select a card, then press the ● button to flip the card.
6. Select ADD TO RISK, then press the ✖ button.
7. Switch to the other profile by pressing the **L1** button/**R1** button and repeat steps 3–6.
8. When you are finished selecting cards, press the ● button to view the risk. Highlight RISK CARDS and press the ✖ button.
9. At the pop-up window confirm that you wish to risk these cards to return to the Controller Select screen. The player who wins the game, wins the cards risked by other player.

STATUS

TOKENS EARNED	Status of points earned at each level.
BALANCE	Current number of Madden tokens for that user.
USER SELECT	Press the **L1** button and **R1** button to cycle through and choose a loaded User Profile.
LEVEL SELECT	Press the **L2** button and **R2** button to cycle through the five Challenge Levels.
TOKEN SCALE TABLE	The number of tokens earned on each skill level for completing a task.
CHALLENGE TASK TABLE	List of tasks for the selected level.

RATING SYSTEM

There are four categories in which Madden Cards are rated.

CARD LEVEL Generally, Gold cards last for an entire half or game, Silver cards last for an entire quarter, and Bronze cards for one play. On some cards the levels affect the amount of change rather than the length of time available. Read the back of the card for details.

POWER (P) Indicates how "strong" a card is.

VALUE (V) The number of tokens assigned to a card, based on its rarity, which will be received if the card is sold.

RARITY (R) The odds of getting a particular card.

LIFE (L) Life expectancy of a card (unlimited or once).

TRADE

To Trade a Madden Card:

1. From the Madden Cards Main screen, choose TRADE, then press the ✖ button. The Trade Cards screen appears.

2. Select the User Profile from which to trade a card by pressing the **L1** button/**R1** button.

3. To scroll through available cards, press D-Button ↔ or the **L2** button/**R2** button, then press the ✖ button to select the highlighted card.

⇨ Press the ● button to flip the card.

4. Select ADD, then press the ✖ button. The card has now been added to the trade.

✦ You can include up to three cards per player in a trade.

5. The second player repeats this process for his/her User Profile.

6. When all cards have been added to the trade proposal, press the ● button to bring up the current trade and select MAKE THIS TRADE. A pop-up screen prompts you to confirm the trade. To accept, highlight YES and press the ✖ button.

NOTE: You may remove a card from a trade by selecting a card, flipping it, and then selecting REMOVE.

RECORDS

From the Records screen you have the ability to view all of the current records and the record holders. Each record has its own card. When an all time record is broken, the corresponding card is updated here.

➪ Press the ✖ button with the card highlighted to view the card up close.

NOTE: Records are saved to the Settings files, not a User Profile.

ROSTERS

Make key roster moves to strengthen your lineup. Trade players from team to team to add depth, sign key free agents to fill holes, release players to make room, and create a player for that special need. It's the ultimate *Madden NFL 2002* experience.

CREATE A PLAYER

Create a player for a position in need.

NOTE: This option is available only in the Main menu, Season mode and during the off-season in Franchise mode.

To create a new player:

1. From the Roster screen, highlight CREATE PLAYER and press the ✖ button.
2. From the Information screen, create a first name for the new player and select OK. Next, create a last name.
3. After you create a name, pick an age, college, team, position, jersey number, years pro, and throwing hand for your new player. When you're done, highlight CONTINUE and press the ✖ button. The Appearance screen appears.
4. From the Appearance screen, select your player's height, weight, skin color, hair color, hairstyle, face, and face shape. Highlight CONTINUE and press the ✖ button. The Build screen appears.
5. From the Build screen, you can adjust the muscle and fat percentage of several areas of the player's body. Press the **L1** button/**R1** button to cycle through Body, Rear, Arms, Legs, and Equipment and press the D-Button to adjust features in each section. Highlight CONTINUE and press the ✖ button. The Equipment screen appears.
6. From the Equipment screen, pick your player's equipment. Press the **L1** button/**R1** button to adjust the equipment used for games on Turf, Grass

or Both. When you're done, scroll down to CONTINUE and press the ✖ button. The Attributes screen appears.

7. Set up your player attributes by pressing the D-Button ↔ for each attribute. Scroll down to DONE and press the ✖ button when you're finished.
8. Highlight CREATE AND EXIT and press the ✖ button to save the player to the current mode's roster list.

VIEW ROSTER

View all NFL team rosters by team and position.

✦ Press the **L1** button and **R1** button to change teams or press the **L2** button and **R2** button to focus on a particular position.

BREAKDOWN

View all NFL team rosters by team and position. If a team requires a player for a particular position, it appears in red.

FREE AGENTS

Sign a free agent to a team.

To sign a free agent:

1. Highlight FREE AGENTS and press the ✖ button.
2. Press the **L1** button or **R1** button to change teams and view salary cap information for that team.
3. If the selected team has enough room under the cap, highlight the player you wish to sign and press the ✖ button. The player either accepts or declines the offer.

⇨ In Season/Franchise mode, the player must be offered a salary that he may accept or reject.

RELEASE PLAYER

Release a player from any team. Once that player is released, he moves to the Free Agent list.

To release a player:

1. Highlight RELEASE PLYR. and press the ✖ button.
2. Press the **L1** button or **R1** button to view a team's roster. Scroll through the players list by pressing the D-Button ↕.
3. Highlight the player you wish to release and press the ✖ button.
4. When prompted, select YES and press the ✖ button to confirm the player's release.

TRADE PLAYER

Trade players from team to team.

To trade a player:

1. Highlight TRADE PLAYER and press the ✖ button.
2. Highlight a player from any team roster and press the ✖ button. His last name appears in the trade window.
3. Highlight the player (from another team) that you wish to trade for and press the ✖ button.
4. Press the **START** button and the trade is either accepted or declined. If the trade is accepted highlight YES and press the ✖ button to proceed.

NOTE: **In Franchise mode a color bar indicates how enthusiastic a CPU team is about a trade. RED = Not likely to make trade. GREEN = Likely to make trade.**

DEPTH CHART

Re-Order the depth chart of any NFL team.

To change the order of the depth chart:

1. Highlight DEPTH CHART and press the ✖ button.
2. Highlight a player from the depth chart screen (on top) and press the ✖ button. Your cursor moves to the team roster.
3. Highlight a player from the team roster and press the ✖ button. The new player is inserted into the depth chart.

⇨ Press the ● button and the depth chart reorders automatically.

EDIT PLAYER

Change the attributes, equipment, appearance, and personal information of any player. This option is not available in all game modes.

To edit a player:

1. Highlight EDIT PLAYER and press the ✖ button.
2. Find the player you wish to edit and press the ✖ button again.
3. Highlight the desired section to be edited and press the ✖ button (Information, Appearance, Build, Equipment, or Attributes) (➢ *Create A Player* on p. 34).

DELETE PLAYER

Delete a created player.

To delete a player:

1. Highlight DELETE PLAYER and press the ✖ button.
2. Find the player you wish to delete and press the ✖ button again. That player is deleted from the Roster for the current game mode.
3. When prompted, select YES and then press the ✖ button.

INJURY REPORT

Scroll through the list of teams and/or positions to find the injury status of any player.

- To put a player on the Injured Reserve list, highlight his name from the player list and press the ✖ button.
- ✦ Once a player is placed on the IR list, he is ineligible for the rest of the season. However, it frees up that player's cap room.

CREATE-A-TEAM

Create a custom team and add them to the NFL.

To create a new team:

1. Highlight CREATE-A-TEAM from the Main menu Options menu and press the ✖ button.
2. From the Create-a-Team menu, highlight NEW TEAM and press the ✖ button. The Team Information screen appears.
3. From the Team Information menu, select your team logo, choose a nickname, pick a city and state to represent, choose an abbreviated version of the team name (for scoreboard purposes), select a team roster to use and select a region and climate to play in. Press the ✖ button or press the D-Button ↔ to change/choose the options. Press the **START** button to continue.
4. From the Stadium editor screen, select a name for your stadium, pick a stadium type and field surface, and more. Press the **START** button to continue.
5. From the Uniform Editor screen, press the D-Button to browse through the options and the color panel to create your Home and Away uniforms. Press the **START** button when your uniform is complete.

NOTE: The team roster chosen for your Create-a-Team determines the team they have to replace in Season, Franchise, Tournament, or Custom League game modes.

NOTE: Before you exit out of the Create-a-Team menu, be sure to save the team to the memory card. After a team is saved, it can be loaded to Exhibition, Season, Franchise, Tournament and Custom League game modes.

USER PROFILES

Keep your audibles and favorite team game-ready and keep track of your career stats with a User Profile.

NEW/EDIT PROFILE

Keep track of your personal stats by creating a User Profile.

To create a new User Profile:

1. Highlight NEW/EDIT PROFILE and press the ✖ button.
2. From the New/Edit Profiles menu, highlight CREATE NEW PROFILE and press the ✖ button.
3. Highlight the profile next to Profile Name and press the ✖ button to change the name of your new profile.
4. Use the Edit Box to create a name for your User Profile. Highlight DONE and press the ✖ button to accept the new Profile name.
5. Choose a playbook for your User Profile by highlighting the playbook next to PLAYBOOK SELECT. Press the ✖ button to see a list of playbooks. When you've found the playbook you wish to use, press the ✖ button again.
6. From the User Profile setup box, highlight DONE and press the ✖ button. Your new User Profile appears on the Profile Name list.

➪ To remove a created Profile, highlight the profile name and press the ● button. Then select YES and press ✖ to complete the deletion.

NOTE: Your profile has not been saved to a memory card at this point. However, you will be prompted to save when leaving the User Profile section (▷ *Saving and Loading* on p. 42).

USER STATS

View Overall, User vs. User, and Personal Best stats for loaded profiles.

OVERALL	View your overall stats for offensive and defensive categories and more.
USER VS. USER	View your game stats vs. other User Profiles.
PERSONAL BEST	View personal bests for each User Profile.

USER AUDIBLES

Set your offensive and defensive audibles for each profile. Each team has 10 audibles to set—five on offense and five on defense.

To set an audible:

1. Press the D-Button ↔ to highlight either OFFENSE or DEFENSE and press the ✖ button. Your cursor moves to the play windows.
2. Highlight one of the audible slots from the play windows and press the ✖ button. The cursor moves to the formation window.
3. Select a formation and set by pressing the D-Button and then pressing the ✖ button. Highlight the desired play and press the ✖ button to accept it.

⇨ To flip any audible, press the **R2** button while it's highlighted.

USER SETTINGS

Set specific game settings for a User Profile (➢ *Settings* on p. 40).

MEMORY CARD (PS2)

Load, save, or delete a User Profile.

To load a User Profile from your memory card:

⇨ From the Load screen, highlight the Profile you wish to load and press the ✖ button. The Profile is now loaded in the game.

To save a User Profile to your memory card:

⇨ From the Save screen, highlight the Profile you wish to save, press the ✖ button, edit the name of the User Profile, and then select DONE. The Profile is now saved to your memory card.

To delete a User Profile from your memory card:

⇨ From the Delete screen, highlight the Profile you wish to delete and press the ✖ button. Confirm the deletion and the User Profile is now deleted from your memory card.

SETTINGS

Most settings are self-explanatory. Those that need explanation are listed below.

GAMEPLAY

PRE-EXISTING INJURIES When **ON**, injuries are generated for the 1st Season/Franchise year.

MADDEN CHALLENGE When **ON**, you can take the Madden Challenge and earn tokens for completing tasks during your game (1 Player games only).

REMEMBER FORMATIONS When **ON**, the playcalling screen automatically returns to the same formation that you called for the previous play.

EASY PLAY

EASY PLAY Turns the EAsy Play feature **ON**/OFF. EAsy Play allows novice users to play the game with ease.

NOTE: If EAsy Play is set to OFF, the settings listed below will not affect game play. The defaults below are with Easy Play set ON.

PLAY NOTIFICATION When **ON**, each teams' chosen plays are displayed at the line of scrimmage..

PLAY CALL MODE Select NORMAL for the traditional play-calling system or **EAsy** to choose plays based on a key player.

PASSING MODE Select NORMAL for traditional button-based passing, or **EAsy** to simplify passing—you no longer need to press the ✖ button to bring up the passing symbols after the snap.

(PASS, CATCH, RUN, KICK) ASSIST When ON, passing, catching, running, and/or kicking AI settings are adjusted to make gameplay easier.

PAUSE MENU Turns the Pause menu **ON**/OFF. When ON, the Pause menu is simplified for Easy play.

VISUAL

SCREEN FORMAT Change your screen format to **STANDARD** or 16:9 WIDESCREEN.

FIELD LINES When set to **FIRST DOWN**, a yellow first down marker is displayed across the field. When set to LOS, the line of scrimmage is highlighted with a blue field marker. When set to BOTH, the First Down and LOS lines are on.

PENALTY

OFFSIDES When **ON**, defensive players can jump offsides, although they will be called for it if Penalties is turned **ON**. When Offsides is turned OFF, defenders are physically barred from running offsides.

PENALTY SLIDERS Adjust the sensitivity for the penalties. Change the setting by moving the slider towards **+** or **–** by pressing the D-Button ↔.

AI

The AI settings allow you to fully customize various Offensive/Defensive/Special Teams AI settings for human and CPU teams. Some options will not be available based on whether EAsy Play is ON or **OFF**.

AI SETTINGS Adjust various offensive or defensive AI settings for the user or CPU controlled teams by moving the slider towards **+** or **–** using D-Button ↔.

SOUND

Adjust the sound levels of various aspects of the game, including Commentary, Sound FX, and more.

CONTROLLER

Choose the configuration that best suits your playing style, or turn the Vibration function in the game **ON**/OFF.

IN GAME

PLAYER LOCK (Defense only) When **ON**, the player that you select before the snap becomes the default player that you control at the start of the next play.

PASS LEAD SENSITIVITY Determines how much the QB leads his receivers on pass plays. Setting it higher increases the lead for a given pass.

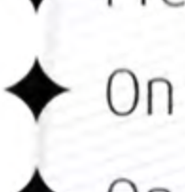
PASSING MODE Select **NORMAL** for traditional button-based passing, or QUICK to simplify passing—you no longer need to press the ✖ button to bring up the passing symbols after the snap.

TEAM ROSTER

Set the default teams that appear at the Team Select screen in Quick Game and Exhibition modes, or restore all rosters to their default state, negating any trades, created players, and other roster moves.

SAVING AND LOADING

Save or load files from your memory card.



NOTE: Never insert or remove a memory card when loading or saving files.

LOAD/SAVE/DELETE

To load/save/delete a file:

1. From the Main menu, select Options then Memory Card (PS2) to get to the Load/Save/Delete screen.
2. Highlight LOAD, SAVE, or DELETE, then press the ✖ button.

- ✦ Press the **R1** button/**L1** button to browse/change the file types.
- ✦ Press the **R2** button/**L2** button to switch between MEMORY CARD slots.
- ✦ On the Load screens, press the ● button to delete a file from your card.
- ✦ On the Delete screens, press the ● button to rename a file on your card.

3. Highlight the file you wish to LOAD, SAVE or DELETE and press the ✖ button.
4. When saving a file, enter the name of the file using the keyboard pop-up, highlight DONE and press the ✖ button to complete the save.

NOTE: If you have already saved a file by a given name, you will be prompted to overwrite the existing file instead of saving a new file.

NOTE: If a Roster, User Profile, or Settings file is present on a memory card, it will be auto-loaded during the initial boot up from any available memory card slot. Rosters and settings will be set to the first ones found while User Profiles will load the first four found.

INSIDE EA SPORTS

Check out a video previewing upcoming titles for the PlayStation 2 console including *FIFA 2002, NBA Live 2002, NHL® 2002, NASCAR Thunder™ 2002, F1 2001, NCAA Football 2002, and Triple Play™ 2002.* Also, see who is "in the game" by viewing the *Madden NFL 2002* game credits, or see which pro athlete from around the sports world won the coveted Madden Bowl™ championship in 2001.

PHYSICAL ATTRIBUTES

ATTRIBUTE	ABRV.	DEFINITION
Acceleration	**ACC**	Ability to reach top speed
Agility	**AGI**	Ability to move laterally, avoid tackles
Awareness	**AWR**	Awareness of the surroundings during a game
Breaking Tackle	**BTK**	Ability to bust out of a tackle
Carrying	**CAR**	Ability to hold on to the ball while running
Catching	**CTH**	Ability to hold on to a pass
Height	**HT**	—
Injury	**INJ**	Resistance to getting injured (higher is better)
Jumping	**JMP**	Overall vertical leap
Kicking Accuracy	**KAC**	Ability to make field goals
Kicking Power	**KPW**	Overall distance the ball can be kicked
Overall	**OVR**	Overall rating
Pass Blocking	**PBK**	Ability to maintain a pass block during a play
Run Blocking	**RBK**	Ability to maintain a run block during a play
Speed	**SPD**	Overall top speed
Stamina	**STA**	Ability to retain energy after making a play
Strength	**STR**	Overall upper body strength
Tackling	**TAK**	Ability to make a tackle
Throwing Accuracy	**THA**	Ability to hit the intended receiver
Throwing Power	**THP**	Overall distance the ball can be thrown
Toughness	**TGH**	Ability to recover from an injury
Weight	**WT**	—

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